HOW TO PLAY

KONAMI®

KONAMI INC. LIMITED WARRANTY

Konami Inc. warrants to the original purchaser of this Konami software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Konami software program is sold "as is", without express or implied warranty of any kind, and Konami is not liable for any losses or damages of any kind resulting from use of this program. Konami agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Konami software product, postage paid, with proof of date of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Konami software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE KONAMI. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL KONAMI BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS KONAMI SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

This game is licensed by Nintendo for play on the

Nintendo ENTERTAINMENT SYSTEM®

Konami Inc.
815 Mittel Drive, Wood Dale, IL 60191

Nintendo and Nintendo Entertainment System are registered trademarks of Nintendo of America Inc.

CONGRATULATIONS!

You now own the authentic Konami home version of Track & Field II, one of Konami's many original arcade hits. We suggest that you read this instruction manual thoroughly before playing the game.

Introduction/ Training Mode . . 4

Olympic Mode/ VS. Mode/ Password 5

The Controller . . 6

Fencing/ Triple Jump 7

Swimming/ High Diving 8

Clay Pigeon Shooting/ Hammer Throw . 9

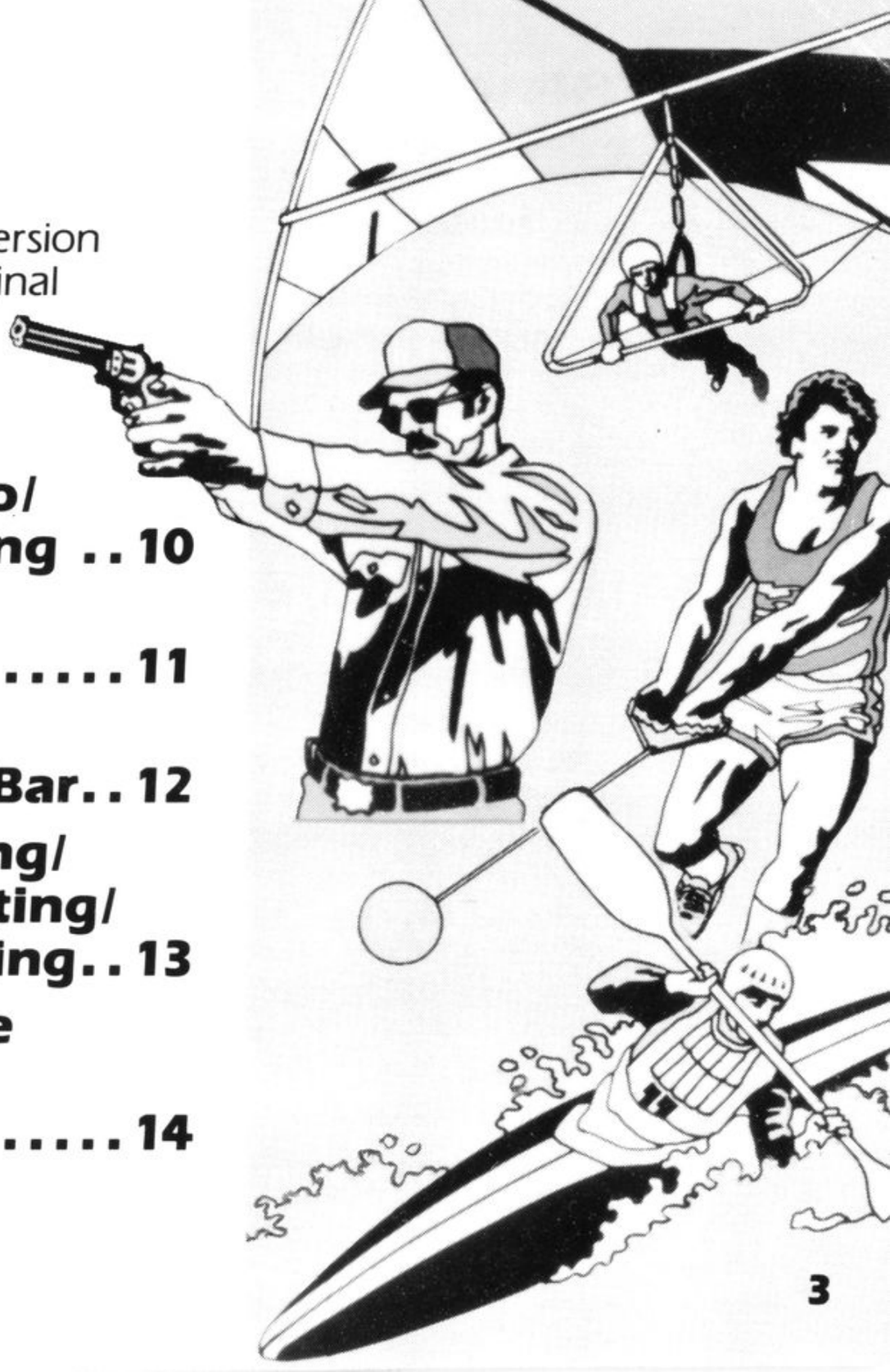
Taekwondo/ Pole Vaulting . . 10

Canoeing/ Archery 11

Hurdles/ Horizontal Bar . . 12

Hang Gliding/ Pistol Shooting/ Arm Wrestling . . 13

Taking Care of Your Game. 14



TO THE VICTORS GO THE SPOILS

The greatest athletes have gathered in the hallowed Konami arena. From Russia, Korea, Britain, and across the globe they've come to challenge you in Track & Field II, the grandest sporting spectacle since the golden age of Greece.

"Let the games begin!" cries Konami's royal highness, evoking bedlam from billions of spectators anxiously watching in the stadium and at home on their T.V.s. Now the pressure rests squarely on your shoulders, as you proudly represent your country in fifteen stamina draining events. So muster up as much strength as humanly possible. Because if you're victorious, you'll be crowned a national hero, ticker tape and endorsement bucks will be showered upon you, and you'll be pictured on millions of boxes of breakfast cereal. But lose, and you'll be just another forgotten goat, pushing a broom in some local hardware store!

TRAINING MODE

Prepare yourself for intense Olympic style competition during the Training Mode. Use this time wisely to enhance your skills in every event except Arm Wrestling, Hang Gliding and Pistol Shooting.

To select the Training Mode:

1. When the title screen appears, press the Start Button.
2. Use the Control Pad to line up opening screen cursor with the Training Mode option, then press the A Button.
3. Press the Control Pad LEFT or RIGHT to choose 1 or 2 player mode (if 2 play, you'll take turns challenging the computer in each event except Swimming and Hurdling, when you'll compete against each other).
4. Press the A Button to lock onto 1 or 2 player mode.
5. Press the Control Pad UP or DOWN to choose an event, then press the A Button to begin.

The Training Mode will automatically progress from event to event, as long as you reach a qualifying score. If you fail in an event, though, the game ends—signaling you need a lot more practice before you're ready for the Konami Olympics.

OLYMPIC MODE

After pushing yourself to the limit of human endurance in the Training Mode, it's time to push yourself even farther in the Olympic Mode. Now you're face to face, sword to sword, gym shoe to gym shoe against the greatest athletes in the world.

Twelve breathtaking events are divided into four separate days. Each day has three events, plus two optional events: Hang Gliding and Pistol Shooting, which you can play at the end of the main competition. To play these optional events, press the A Button after a day's results are displayed. Then use the Control Pad to line up cursor with the event of your choice and press the A Button.

Select the Olympic Mode on the opening screen just as you selected the Training Mode. The contest will then progress automatically from day one to day eight, unless you fail to qualify in all 3 of the day's events. The first four days are qualifying days, while the last four are precious medal rounds. As long as you reach qualifying scores or defeat an opponent, you'll move ahead to the next event and eventual Olympic glory. If you lose, it's all over.

NOTE: For every day you successfully survive, winning all three events, you'll receive a Password (see PASSWORD for details).

VS. MODE (FRIENDLY COMPETITION)

Track & Field II's VS. Mode lets you challenge a friend in three main events: Fencing, Taekwondo and Arm Wrestling.

To take on a friend, use the Select Button to choose the VS. Mode on the opening screen, and then press the A Button to lock on—just as you did for the Training and Olympic Modes.

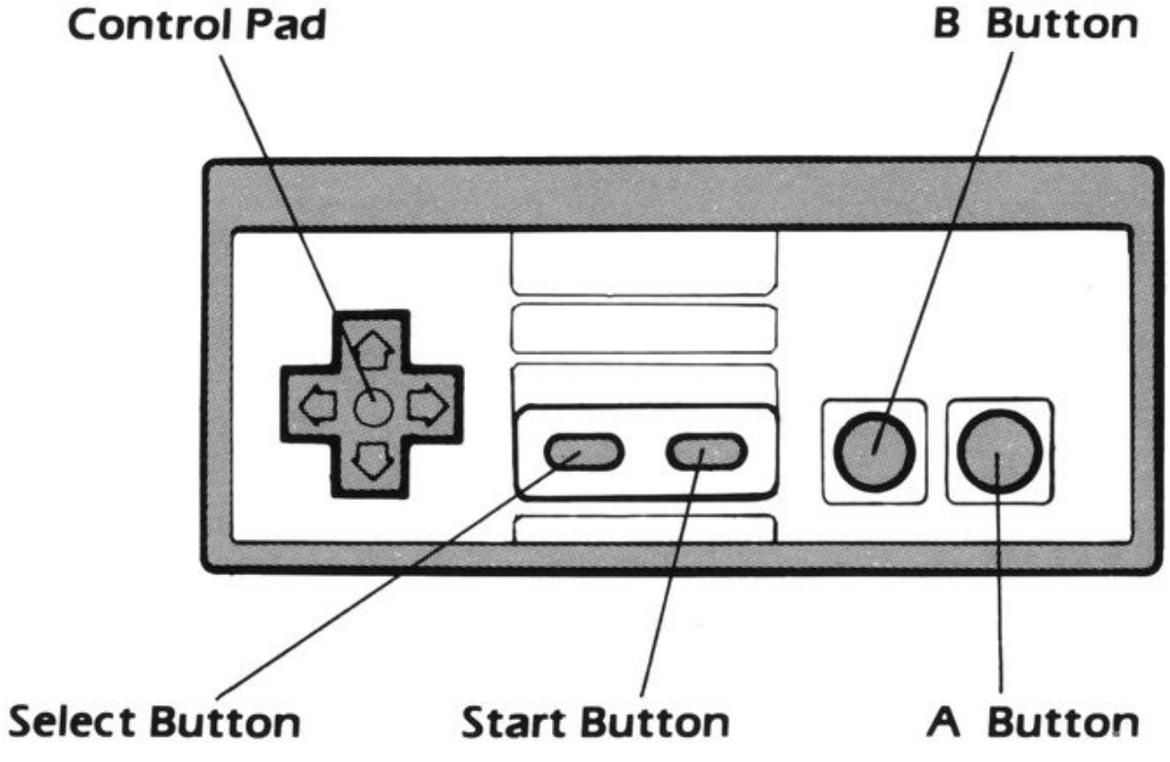
THE PASSWORD

The Password comes into play only during the Olympic Mode. If you qualify in all three events during any one of the Olympic days, you'll be given a Password. Write this password down, because if you fail to qualify one day you can enter your Password and return to the next day's first event, instead of having to return to the opening ceremonies.

To enter your Password:

1. After failing to qualify, a "continue" or "end" will appear on the screen. Use the Control Pad to line up cursor with "continue", then press the A Button.
2. Use the Control Pad to line up cursor with letters on the Password screen.
3. Press the A Button to lock onto letters in the order they were given to you in the Password.
4. After entering the Password, move the cursor to "END", then press the Start Button to begin the day.

THE CONTROLLER



FENCING

In Fencing, you'll duel a very swift and cutting rival. Your goal is to stick it to your opponent before he sticks it to you. If you expect the gold, don't poke fun at this serious competition.

To Play:

- Press the Control Pad LEFT or RIGHT to move forward and backward.
- Press the B Button to block your opponent's thrusts.
- Press the A Button to center thrust.
- Press the A Button and UP on the Control Pad for high thrusts.
- Press the A Button and DOWN on the Control Pad for low thrusts.

A player who successfully stabs his adversary five times in the six minute bout wins the match. If the bout ends tied, Sudden Death determines the victor.

NOTE: Be advised never to cower and step outside the back line of the jousting area.

THE TRIPLE JUMP

In this event you're just a hop, skip and a jump from immortality.

To Play:

- You're allowed three attempts to qualify.
- Press the A Button continuously as fast as possible to run toward the line.
- Press the B Button when you reach the line to jump (the longer you hold down B Button, the larger your take-off angle).
- Press the B Button again when you touch down for your second jump (again, the length of time you hold down the B Button will determine the angle of your take-off).
- Press the B Button again when you touch down for your third and final take-off.

NOTE: A foul will be called if you press the B Button after you've crossed the line. A foul will also be called if you don't press the B Button at the exact moment your foot touches ground.

FREESTYLE SWIMMING

Here's the event for which you've probably been holding your breath. So strap on your fins and try not to flounder.

To Play:
- When the starter's gun sounds, press the A Button for the Crawl, or the A Button together with DOWN on the Control Pad for the Butterfly. (If you are in the 2 player Training Mode, you'll compete against a friend.)
- After the start, press the A Button continuously as fast as possible to swim.
- Press the B Button to take breaths.

Your goal is to swim the hundred meters at a record pace without drowning. Watch the level indicator on the screen to know when you should breathe. Also be sure not to false start, because four of those in a row means instant disqualification.

NOTE: The Butterfly is a faster swimming style, but it also requires more oxygen than the Crawl, and every time you take a breath—you slow down. You'll just have to be great at both to accomplish your golds.

HIGH DIVING

The decision is still up in the air on who exactly is the world's high diving champ. So spring into action and end the debate.

To Play:
- Use the A Button to select the style of dive you would like to attempt. Choose from Forward, Back, Reverse, Twist and Hand Stand, then press the B Button to dive.
- While in midair, press the B Button and LEFT on the Control Pad for a "tuck". Press the B Button and UP or DOWN on the Control Pad for a "swan" maneuver. Press the B Button and RIGHT on the Control Pad to "jackknife".
- The number of midair twists you make depends on how fast you press the A Button during the dive.

You're allowed four attempts to make a splash with the judges. Points are awarded for the number of rotations you make during a dive, and your posture when entering the water.

NOTE: To score higher marks, press UP and DOWN on the Control Pad to straighten and improve your posture when you hit the pool.

CLAY PIGEON SHOOTING

You won't find these pigeons hanging out on park statues. But if you take careful aim and shatter the clay, you could find future pigeons flocking around a statue dedicated to your Olympic glory.

To Play:

- Press the B Button to release a clay pigeon. There are 10 clay pigeons in each of the 3 rounds.
- Use the Control Pad to aim (you should line up the sight on the screen with the clay pigeon, and then fire your gun).
- Press the A Button to fire.

This contest consists of four rounds, with 10 clay pigeons released in each round. The winner is determined by who blasts the most targets.

NOTE: Up to 2 shots can be fired at each target, but the further away the clay pigeons fly, the more difficult they are to hit.

THE HAMMER THROW

Tossing a lead hammer attached to a heavy metal chain is not a contest for the weak spirited. So dig into a plate full of spinach and prepare to pump some serious iron.

To Play:

- Press the Control Pad continuously and as fast as you can in the following order — UP, LEFT, DOWN, RIGHT (this will spin you around and increase your strength).
- After two or three complete rotations, when the player's body begins to glow, press the A Button to throw the hammer (the throwing angle changes according to how long you hold down the A Button).

You're allowed three qualifying attempts in the Hammer Throw. Timing of your release along with the strength you build up are key to nailing the competition.

TAEKWONDO

To take the gold in this event you'll have to possess the strength, cunning and quickness of the infamous Teenage Mutant Ninja Turtles® !

To Play:
- Press LEFT and RIGHT on the Control Pad to attack and retreat.
- Press UP on the Control Pad to jump.
- Press DOWN on the Control Pad to duck.
- Press the A Button to punch.
- Press the B Button to center kick.
- Press the B Button together with UP on the Control Pad for high kicks.
- Press the B Button together with DOWN on the Control Pad for "roundhouse" kicks.

Your goal is to knock out your opponent during three 3 minute rounds. A player is KO'd when his power meter reaches zero or if a player doesn't stand up before the 10 count. If there isn't a knockout by the end of regulation play, the combatant with the most power on his meter is awarded the victory.

THE POLE VAULT

The Eastern Block countries have had a grip on this high flying sport for years. But if you get off to a fast start, you can rise above them.

To Play:
- Before your first of three attempts, use the Control Pad to raise or lower the bar. Press the A Button to lock on the desired height.
- Press the A Button continuously as fast as you can to build up sprinter's speed.
- Press the B Button to jump, then release it to let go of the pole (timing is all important to succeed).

To claim heroic status in this event, you must clear the highest bar without fouling. You have three attempts at each height. Each time you clear the bar it will automatically be raised.

NOTE: Victory may come easier if you hit the A Button continuously when releasing the pole.

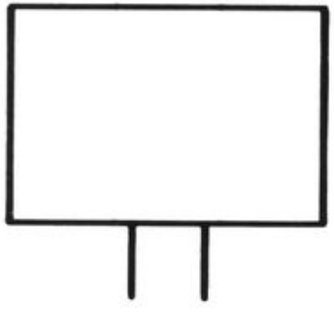
Teenage Mutant Ninja Turtles® is a registered trademark of Mirage Studios.

CANOEING

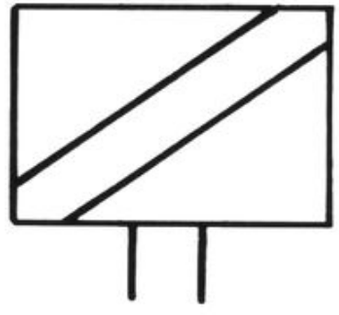
The river where the canoe finals are held has a wicked reputation of forcing champions of this water sport to run aground. So choke up on your paddle and try not to get whitewashed.

To Play:
- Press the A Button continuously and as fast as you can to move forward.
- Press the B Button continuously and as fast as you can to move backward.
- Press RIGHT on the Control Pad to turn right.
- Press LEFT on the Control Pad to turn left.

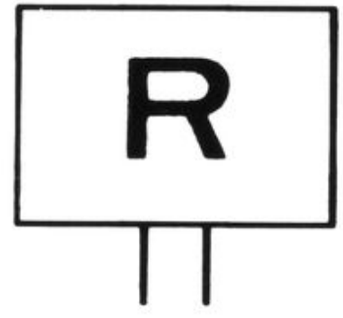
To win you must paddle rapidly through 16 gates, while trying not to foul. Your point total depends on how fast you go and the number of gates you successfully maneuver through. There are three different types of gates requiring three different maneuvers. They are as follows:



Forward Gate
Pass through these gates paddling straight ahead.



Loop Gate
Before you pass through these gates, paddle around them, and then enter from their downstream side.



Reverse Gate
Pass through these gates with your canoe turned backward.

ARCHERY

All arrows point toward victory in this event, but only if you've got eyes like a bull.

To Play:
- Press the A Button, then UP or DOWN to aim the arrow (be sure to note the direction the wind is blowing before aiming, because the wind affects the direction of your arrow).
- Press the A Button continuously and as fast as possible to pull the arrow back (the more you pull, the farther the arrow will fly).
- Press the B Button to fire.

30, 50, 70 and 90 meter targets are set up to test your marksmanship. During this event you'll get 3 shots at each target, a total of 12 shots at the championship. The archer with the most points brings home the medal.

THE HURDLES

Speed and timing are critical elements in overcoming the Olympic's most notorious obstacles. And if you're not careful, you could lose a lot more than the gold.

To Play:

- Press the A Button continuously and as fast as you can to run.
- Press the B Button to clear the hurdles.

This event has a simple concept: The first one to the finish line wins. Of course, if you hit three hurdles you foul out.

NOTE: If in the 2 player Training Mode, you can compete against a friend.

THE HORIZONTAL BAR

It's everyone's dream to find the perfect 10. And in gymnastics that's especially true, since the most points will move you a step closer to fame and fortune.

To Play:

- The contest begins automatically.
- Press the A Button continuously and as fast as possible to rotate on the bar.
- Press the B Button during the rotations to perform graceful yet dangerous movements (timing is important, and the degree of difficulty in a movement depends on what the power level indicates when you push the B Button).
- When "Finish" appears on the screen, press the B Button to dismount.

The greater the degree of difficulty in your performance, the greater your score. The movements you'll perform by pressing the B Button include twists, standing, halting and jumping, with twisting being the pinnacle of difficulty.

HANG GLIDING

Not your average Olympic sport, Hang Gliding is strictly an exhibition event. But don't take it too lightly, or you could find yourself splattered on the sidewalk.

To Play:
- Press the A Button to run toward the cliff's edge.
- Press the B Button to take off (excellent timing is recommended).
- Once airborne, press UP and DOWN on the Control Pad to fly up or down (UP decreases your speed, DOWN increases your speed.).
- Press LEFT and RIGHT on the Control Pad to maneuver left and right.
- You will automatically land when you reach the target if you are sailing at the proper speed.

The secret to impressing the crowd is to reach the landing target as quickly and accurately as possible. Wind direction and speed will affect your flying.

PISTOL SHOOTING

Another exhibition event, Pistol Shooting is an excellent way to take out your frustrations for the medals you lost.

To Play:
- Use the Control Pad to choose whether you want to play with a gun system or with a joypad. Press the A Button to lock in your decision.
- If using a gun system, simply aim and fire.
- If using a joypad, aim by pressing the Control Pad. Fire by pressing the A Button.

In this simulated F.B.I. training course, whoever hits the most artificial gangster targets wins.

ARM WRESTLING

Arm Wrestling can only be played in the VS. Mode. So grab a friend and take him down!

To Play:
- When you hear the starter's bell, press the A Button continuously and as fast as you can to increase your strength.

The victor is the first to take two out of three matches.

Treat Your Konami Game Carefully

• This Konami Game Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the Game Pak.

• Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.

• Always make sure your NES Control Deck is SWITCHED OFF when inserting the Game Pak or removing it from the NES Control Deck.

• Never insert your fingers or any metal objects into the terminal portion of the expansion connector. This can result in malfunction or damage.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

— Reorient the receiving antenna
— Relocate the NES with respect to the receiver
— Move the NES away from the receiver
— Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.

SCORES

81227

Konami® is a registered trademark of Konami Industry Co., Ltd.
Track & Field II™ is a trademark of Konami Inc.
Nintendo® and Nintendo Entertainment System® are
registered trademarks of Nintendo of America Inc.
© 1988 Konami Inc.

Printed in Japan